



How To Draw Crazy Cars & Mad Monsters Like a Pro (Motorbooks Studio)

By Thom Taylor, Ed "Newt" Newton

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Chopped, slammed, channeled, blown . . . in the late '50s and early '60s all of these features lent themselves nicely to the rise of hot rod art that caricaturized the already severe design traits associated with these cars. Usually, the rods and customs in this art were piloted by slobbering, snaggle-toothed "monsters" with bulging, bloodshot eyes. Thanks to the iron-on T-shirt boom of the '70s and a raft of younger artists working today, hot rod monsters have persevered. Now award-winning car-designer Thom Taylor and legendary kustom culture figure Ed Newton reveal the tricks and techniques used by masters past and present to render these whack rods and their warts-and-all drivers. Beginning with a brief history of the form, the authors examine figures like Stanley Mouse, Ed Roth, and Newton himself, then reveal how those pioneers influenced modern artists like Keith Weesner, John Bell, and Dave Deal, to name a few. In addition to offering chapters covering topics like equipment, perspective, light sources, and other technical considerations, Taylor expands on the cartooning, proportion, and color chapters from his previous works, applying them to the subject at hand. Also includes dozens of examples of the form from many of the above-mentioned artists and more.

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Editorial Review

From the Back Cover

In this follow-up to *How to Draw Cars Like a Pro* and *How to Draw Choppers Like a Pro*, award-winning car designer Thom Taylor teams with kustom culture legend Ed Newton to reveal the tricks and techniques top artists past and present have used to render crazy cars and snarling drivers, warts-and-all.

Chopped, slammed, channeled, blown . . . from the late '50s through the '70s all of these features and more lent themselves nicely to automotive art that caricaturized the already severe design traits associated with the cars of the period. More often than not, the whacked rods and muscle cars depicted in this art were piloted by slobbering, snaggle-toothed, wart-covered monsters with bulging, bloodshot eyes.

Beginning with a brief history of the form, Newton himself traces the lineage of rod 'n' monster art to legends like Von Dutch, Stanley "Mouse" Miller, Dean Jefferies, and his former employer, Ed "Big Daddy" Roth. Taylor and Newton then proceed to chapters covering everything from equipment to perspective, light sources, and other technical considerations. Taylor also expands on the cartooning, people, proportion, and color chapters from his previous works, applying them to the subject at hand. In addition to art by Newton and Taylor, the authors include dozens of examples from current top automotive artists Darrell Mayabb, Dave Deal, John Bell, and Keith Weesner.

About the Author

Renowned car designer Thom Taylor is an inductee into the Hot Rod Hall of Fame. He has designed cars for industry-leading builders like Boyd Coddington, Roy Brizio, and SO-CAL Speed Shop, and for individuals like Eric Clapton, Tim Allen, and Billy F Gibbons. He is the author of the MBI bestseller *How to Draw Cars Like a Pro*.

Ed Newton began working at Roth Studios in the early 1960s after leaving the Art Center College of Design. u201cNewtonu201d has designed a number of show cars over the years, including many of u201cBig Daddyu201d Rothu2019s feature cars, bikes, model kits, and most of his early T-shirts. In 1999, Mattel marketed a set of collectibles called Ed Newtonu2019s Lowboyz™. He lives in Dublin, Ohio.

Users Review

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